

Learning to Hunt

Hosting a hunting-
based outdoor skills
event in your
community



Mary Kay Salwey, Ph.D.
Wisconsin
Department of Natural Resources
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Credits

Project Director

Mary Kay Salwey, Ph.D.
Wisconsin DNR
Bureau of Wildlife Management
Box 7921
Madison, WI 53707-7921

Editorial Assistance

Nancy Williams
Carrie L. Armus

Artwork

Eric DeBoer
Mary Kay Salwey
Dynamic Graphics
Cindie Brunner

Photos

Robert Queen
Mary Kay Salwey
Mike Roach

Design Concept

Blue Raven Graphics

Electronic Layout

Mary Kay Salwey, Wisconsin DNR



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Station
1

Who Am I?

Who Am I?

Game vs. non-game

Participants try to guess their own “wildlife identity” through a game of 20 questions. They guess which animals can be hunted in their state or in other states, and which cannot.



Station 1

Who Am I?

Learning to Hunt

Objectives

Participants shall:

- define game animal.
- define non-game animal.
- name ten animals that are considered game in their state.

Equipment

- Name tags (stick-on kind or reusable pin tags)
- Marking pens
- Flip chart or easel with paper

Station Setup

Before your participants arrive, print the names of Wisconsin animals on name tags. Include animals considered to be game animals in the state; those that are non-game in the state, and animals that cannot be hunted in this state but which are game animals in other states (for instance, sandhill cranes).

On the easel, draw a chart with three columns. Title the columns "Game in (your state)", "Non-game in (your state)" and "Game in Other States."

Game in Our State	Non-Game in Our State	Game in Other States

Suggested list of Animals

American Elk

Sharp-tailed Grouse

Trumpeter Swan

Crow

Wild Turkey

Mourning Dove

Sandhill Crane

Wood Duck

Red Fox

Coyote

Canvasback

Timber Wolf

Prairie Chicken

Cormorant

Giant Canada Goose

Coot

Pheasant

Snowshoe Hare

Red-winged Blackbird

Black Bear

Moose

Fox Squirrel

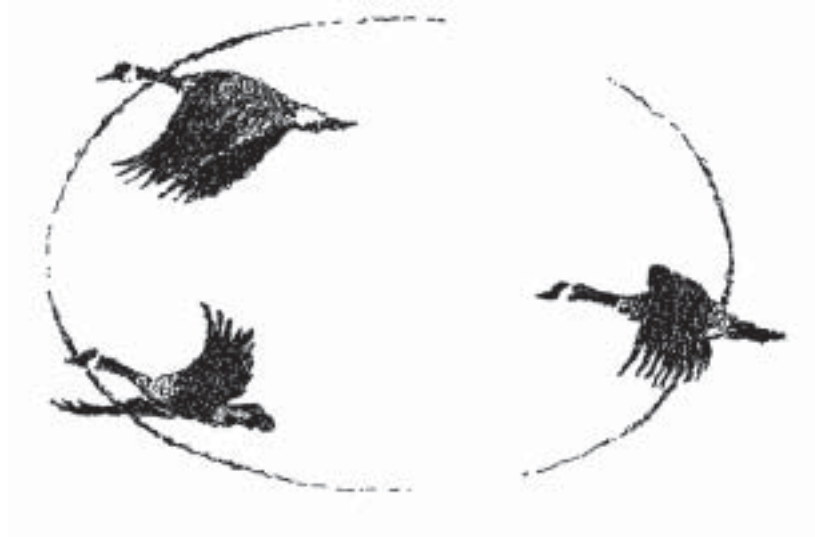


Station 1

Who Am I?

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Activity



Procedure

As participants arrive, pin or stick the name of an animal on the back of each person's shirt. Do not tell them or allow them to see what animal name they are wearing. If your group is small, attach animal names to the instructors' shirts also. Ask players to mingle with each other and introduce themselves to the other participants.

Participants should guess "who they are" by asking the other players questions that can be answered "Yes" or "No." They should ask no more than two questions of any one participant.

When a player figures out what animal's name is on his or her name tag, ask them to stick or write the name under the appropriate column on the chart.

At the end of the ice breaker, ask participants to describe what a game animal is, what a non-game animal is, and to name an animal which is non-game in their state but a game animal in another state. Ask if they know any other game animals that have not been identified.

